

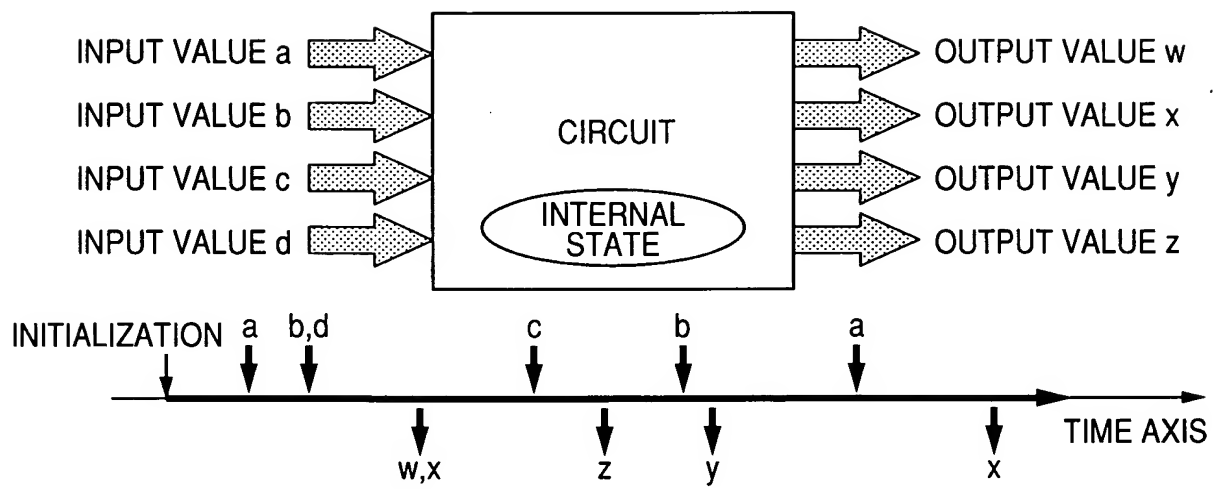
FIG. 1

FIG. 2

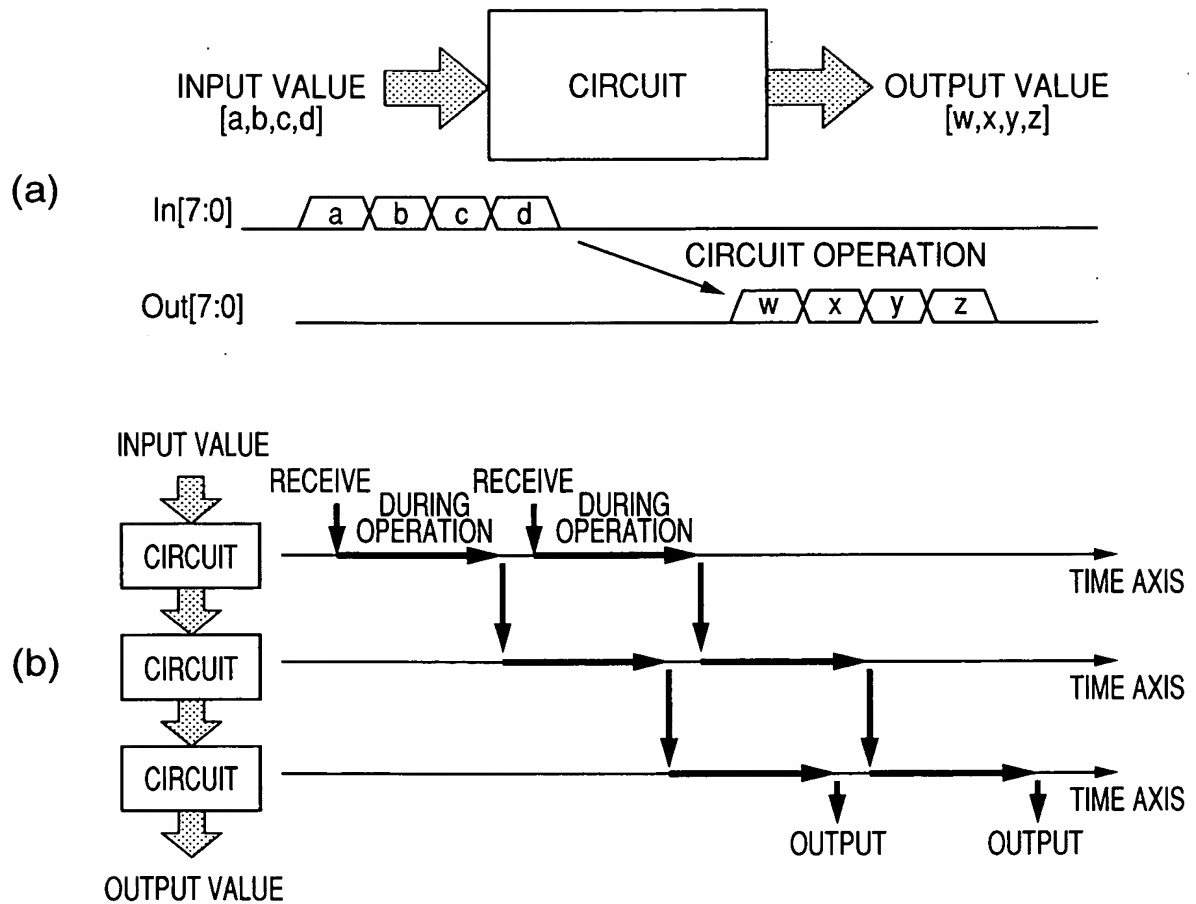


FIG. 3

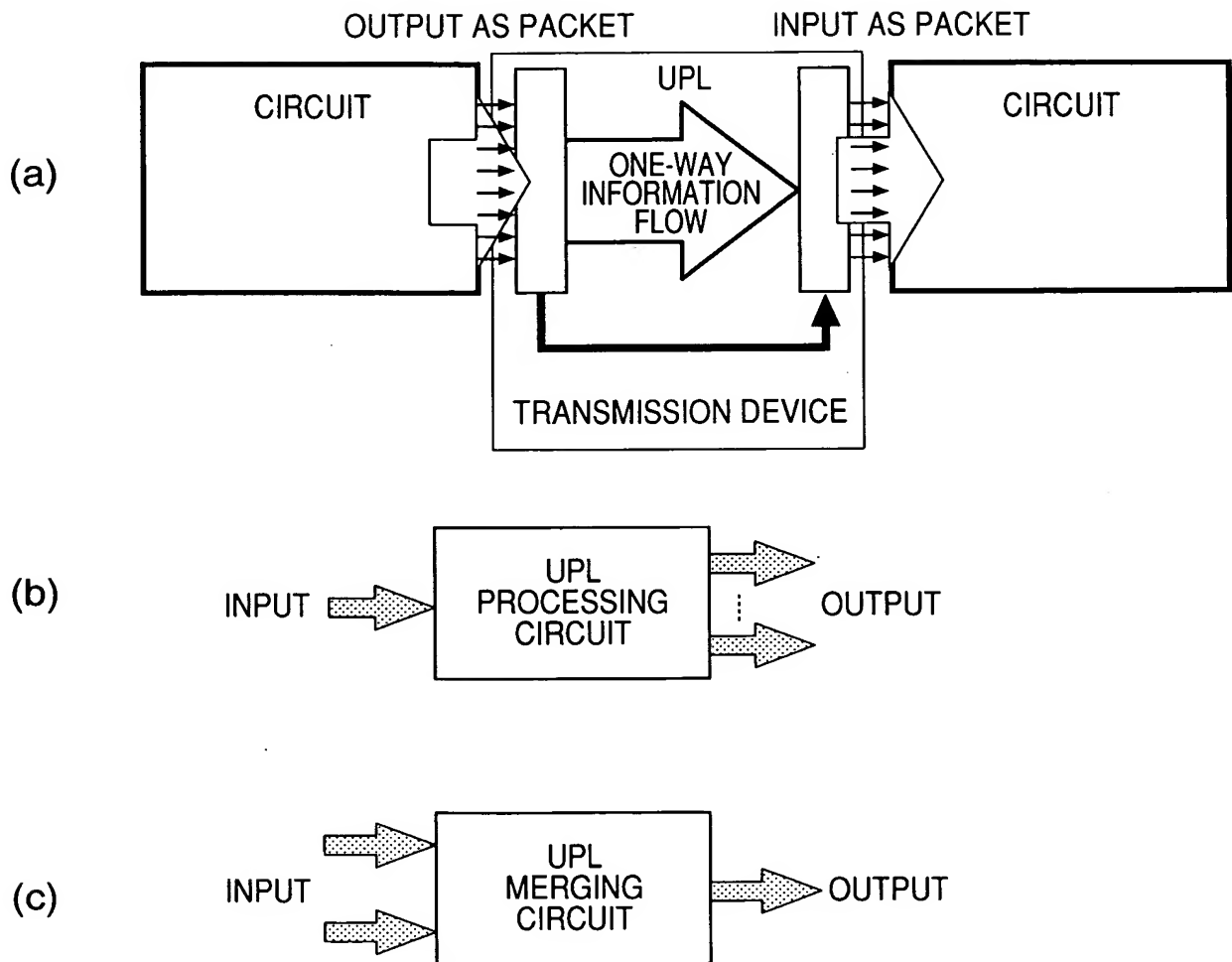


FIG. 4

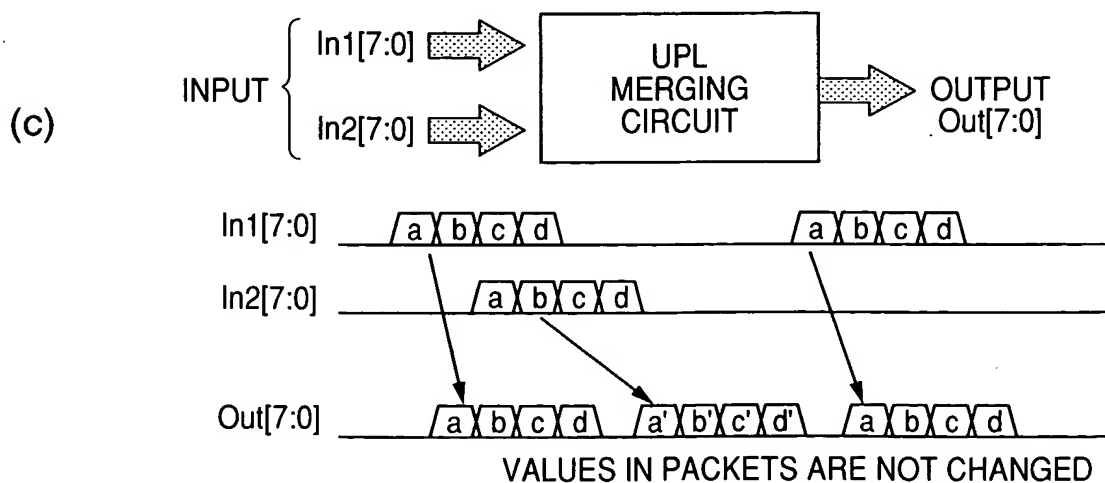
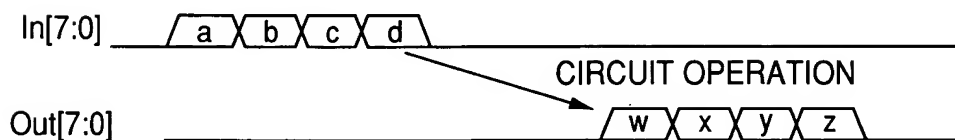
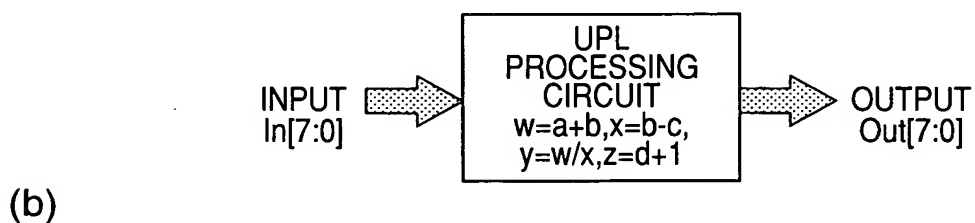
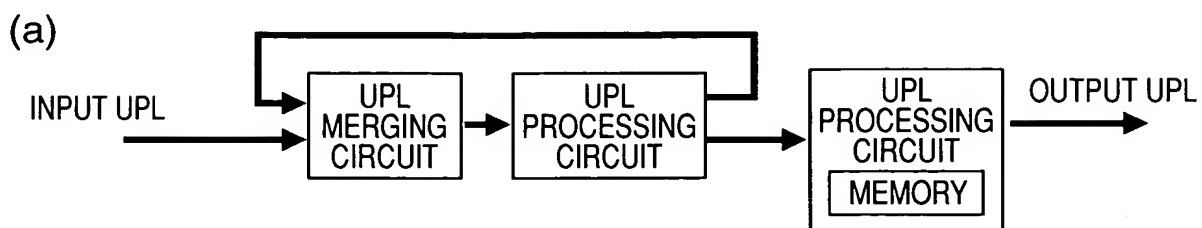


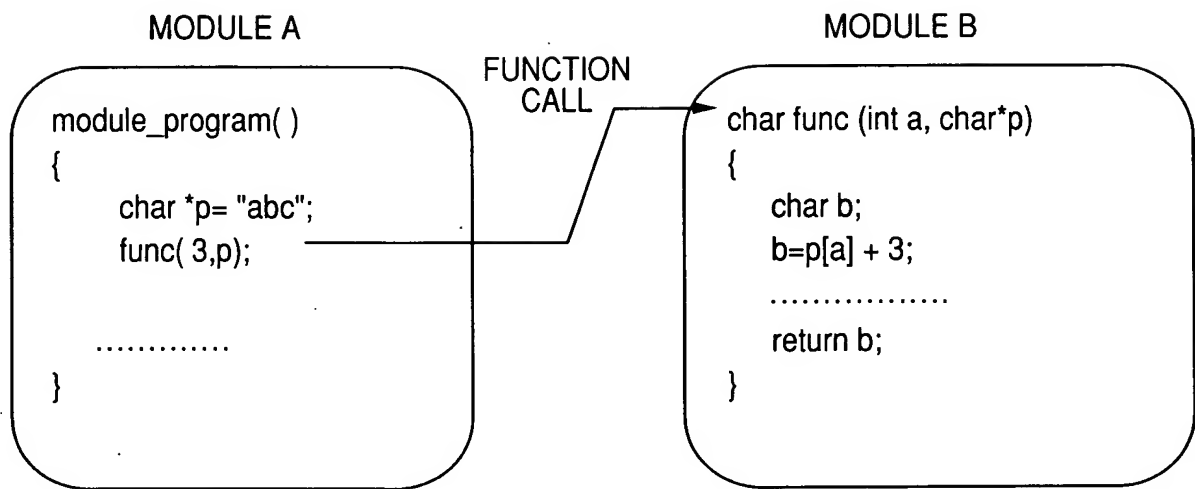
FIG. 5

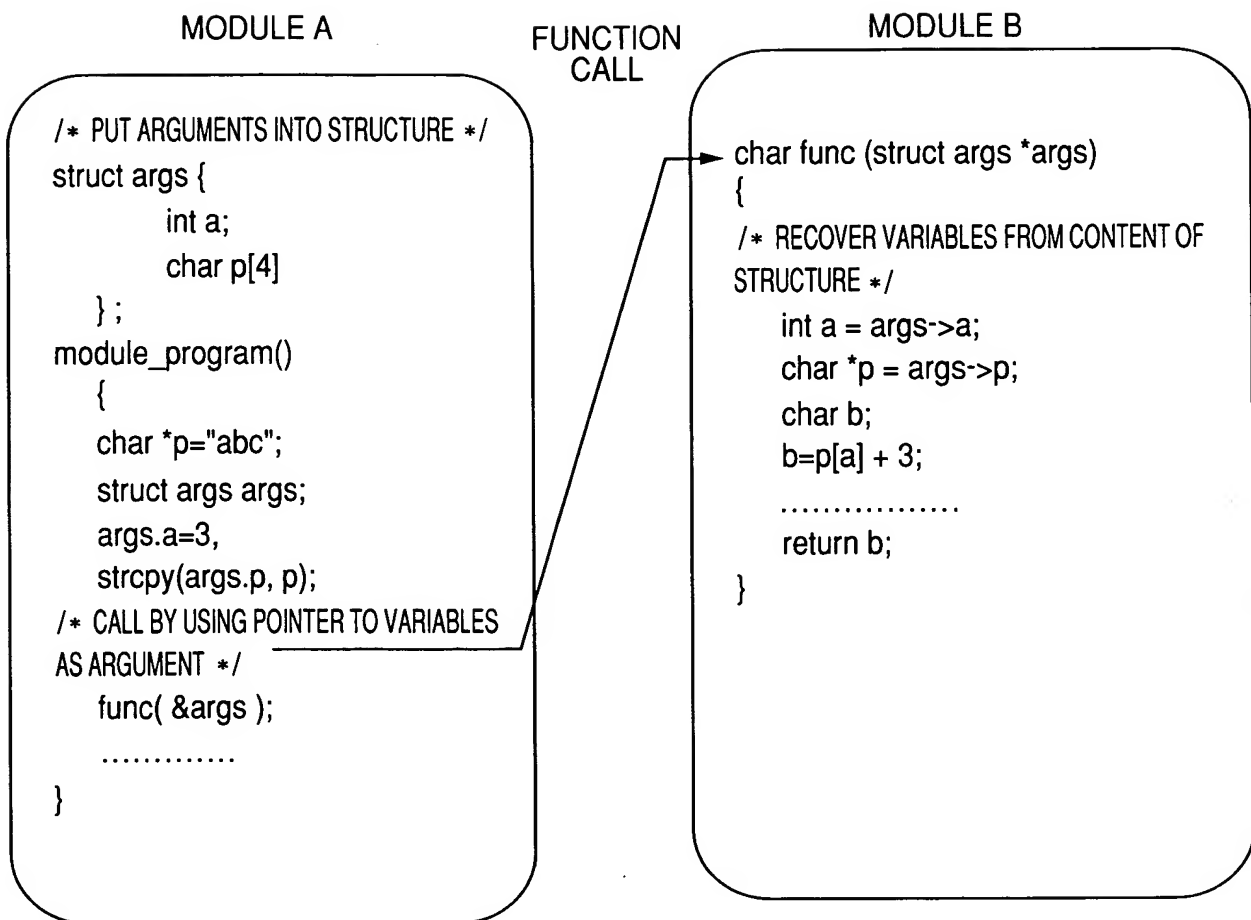
FIG. 6

FIG. 7

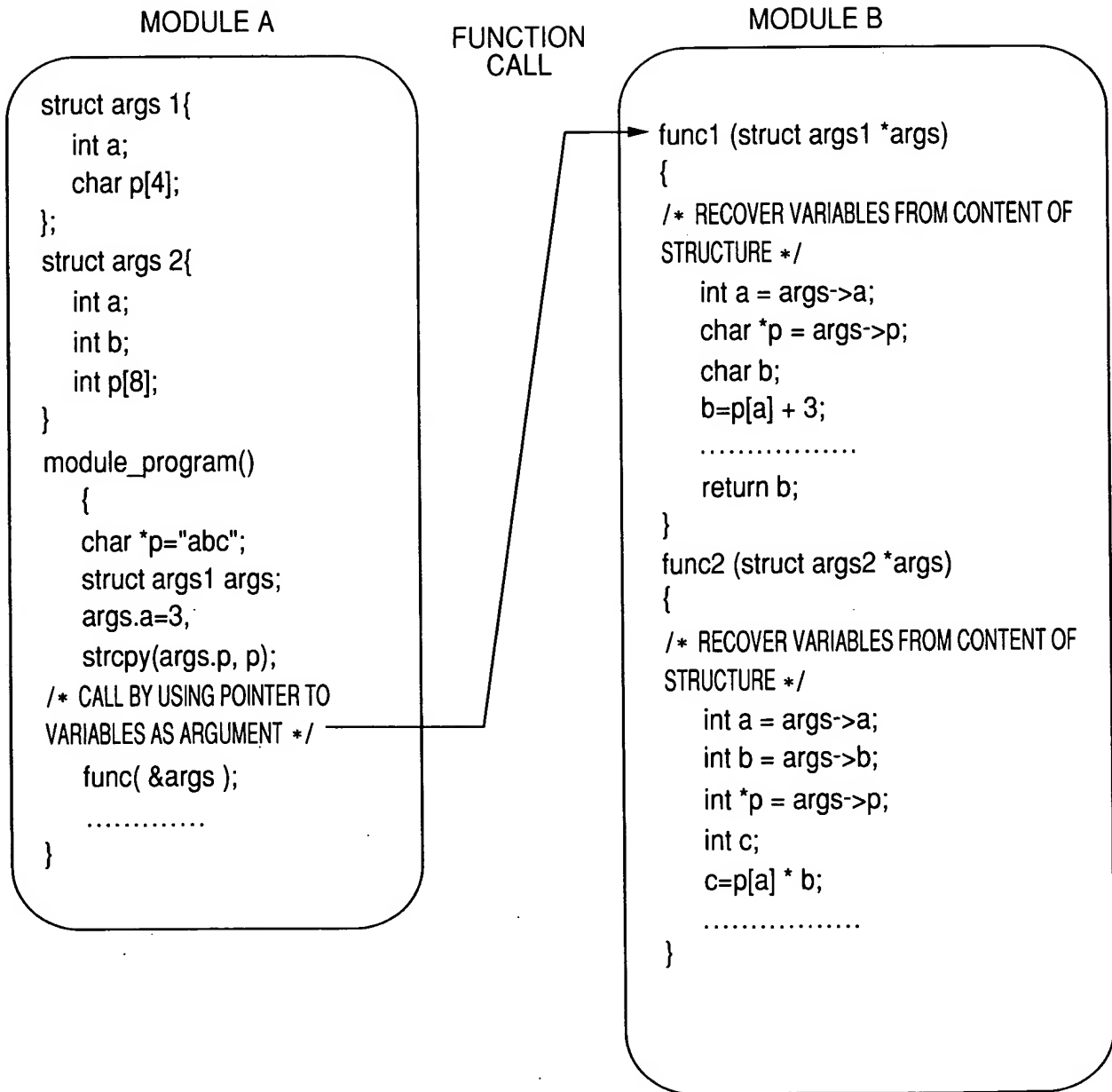
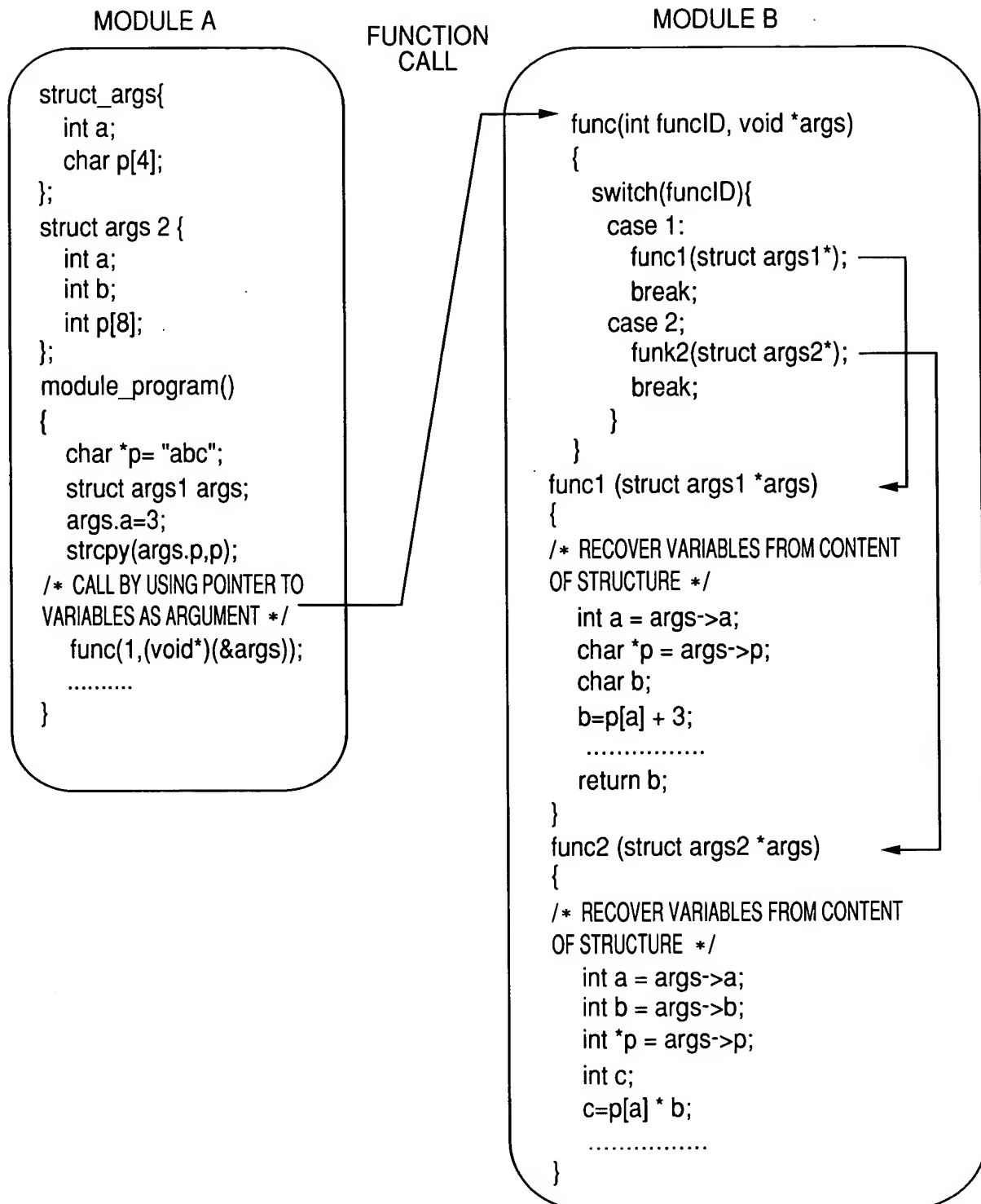
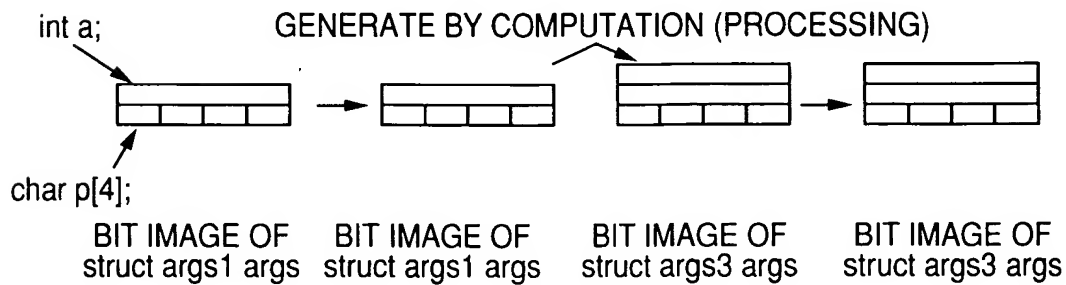
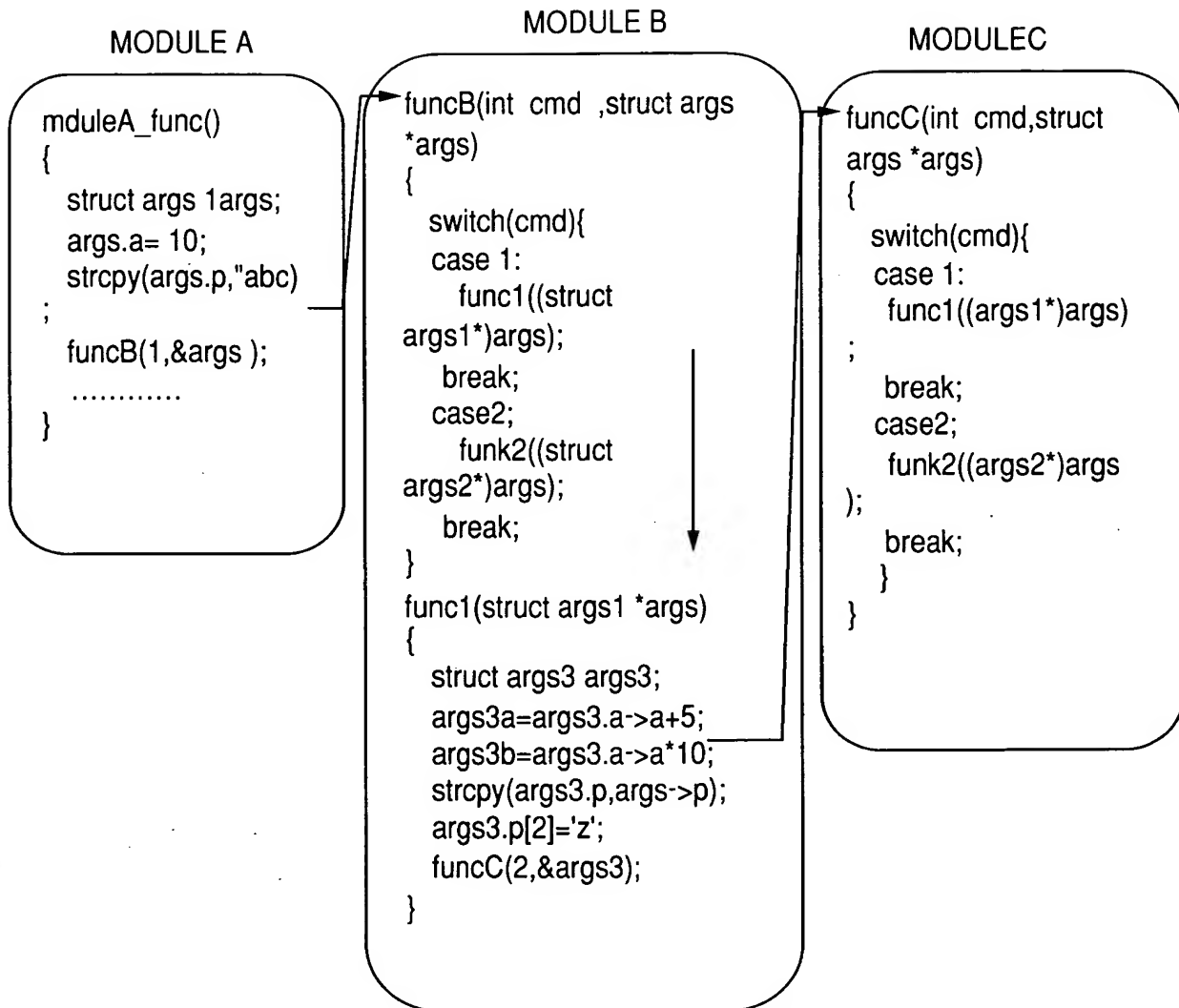


FIG. 8



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FIG. 9



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FIG. 10

```

func1(struct args1 *args)
{
    struct args3 args3;
    args3.a = args3.a->a+5;
    args3.b = args3.a->a*10;
    strcpy(args3.p,args->p);
    args3.p[2] = 'z';
    funcC( 1,(void*)( &args3 ));
}

```

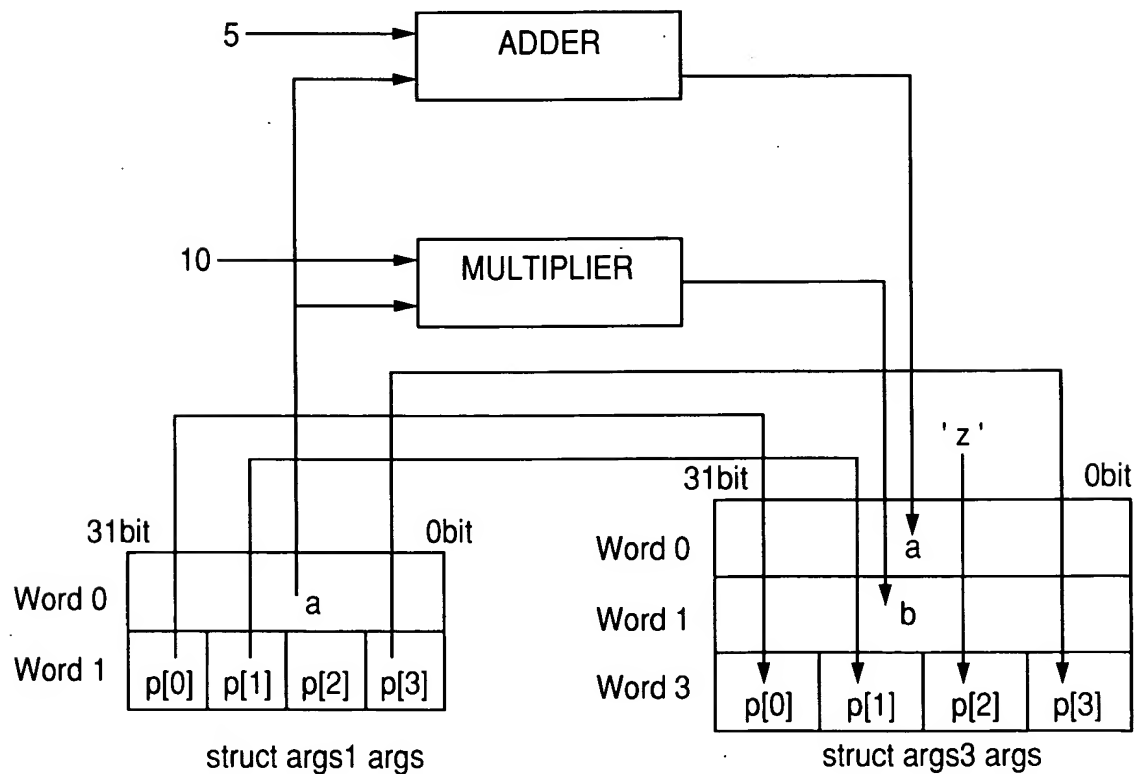


FIG. 11

FUNCTION NUMBER	ARGUMENT STRUCTURE			
1	int a		char p[3]	

FIG. 12

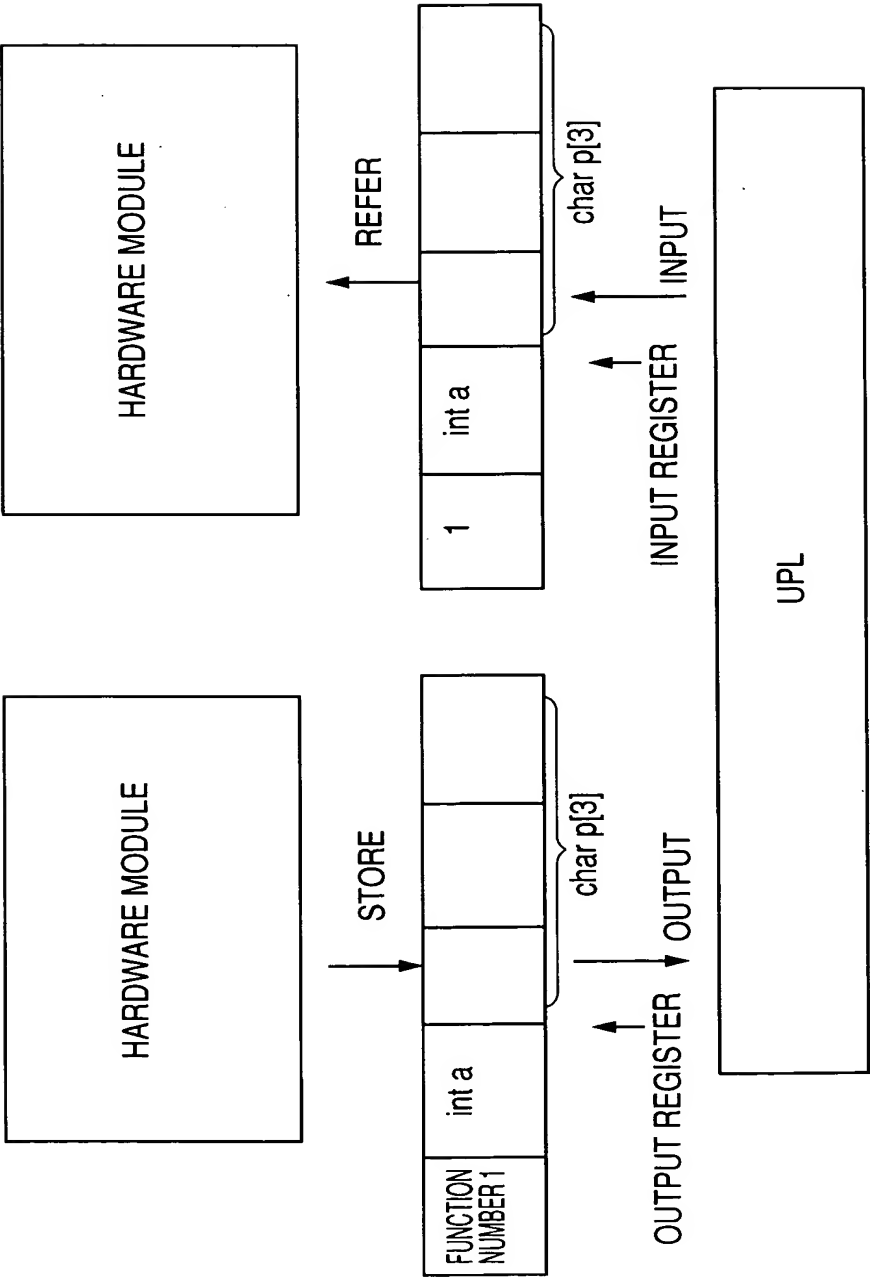


FIG. 13

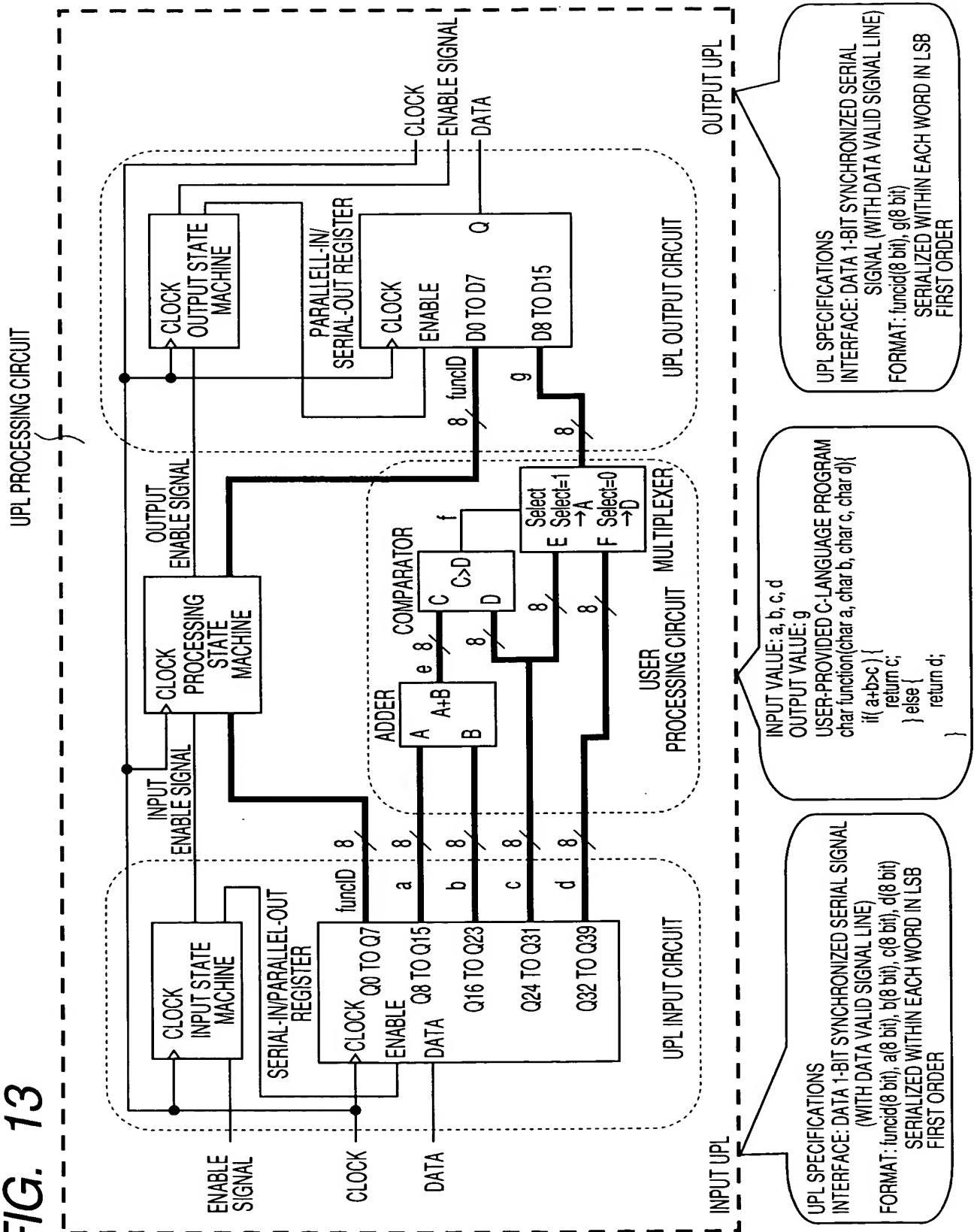
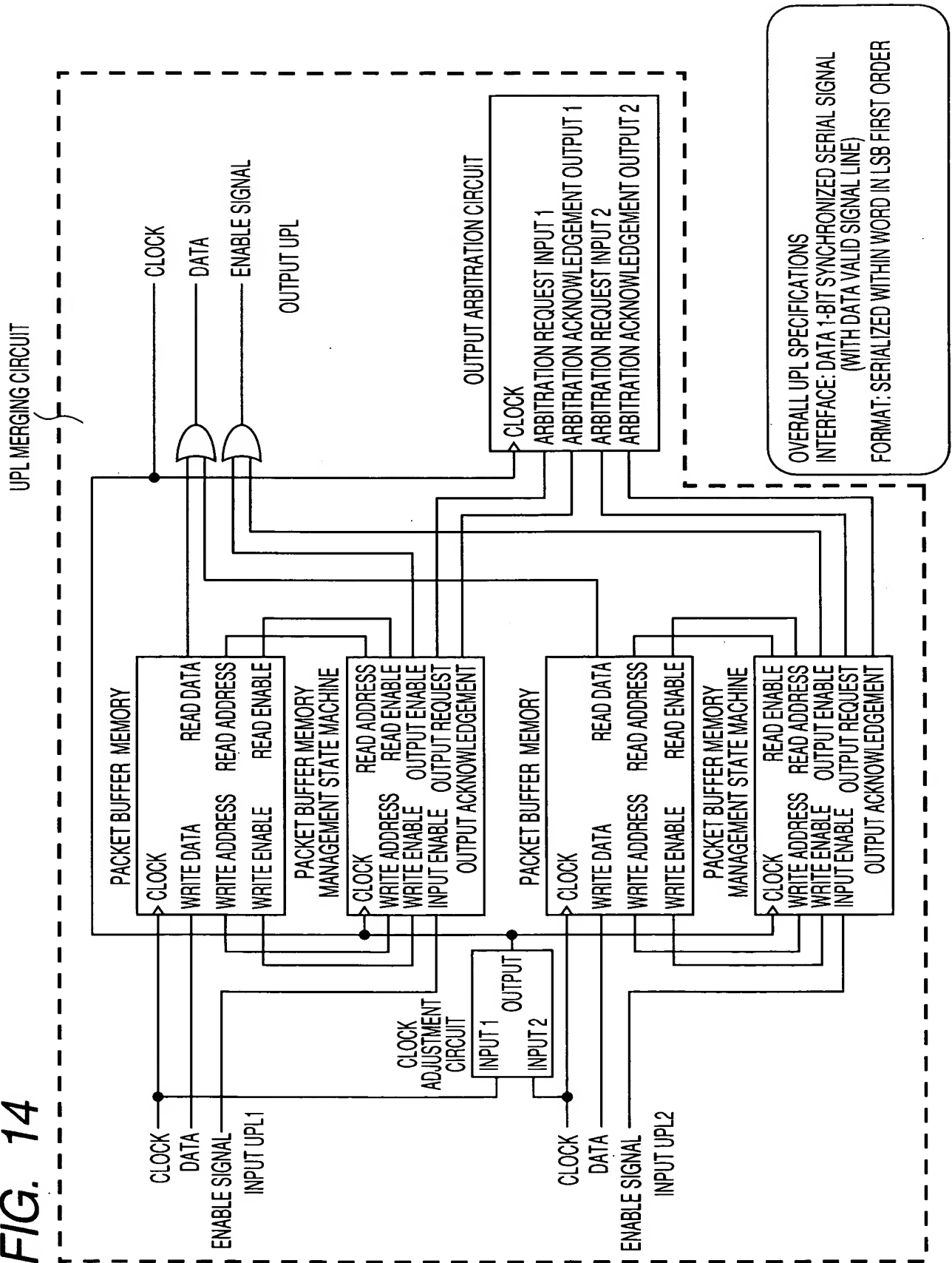


FIG. 14



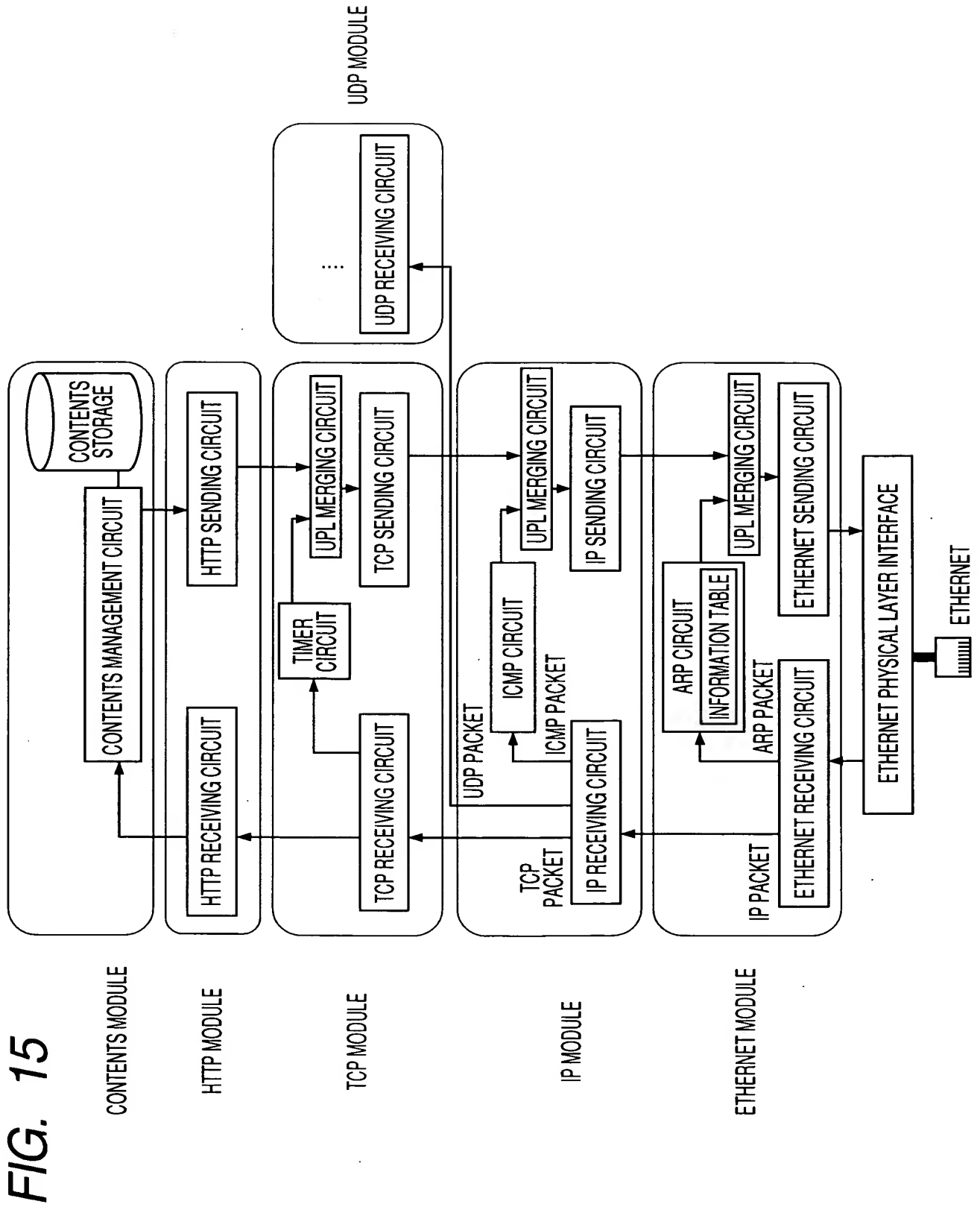
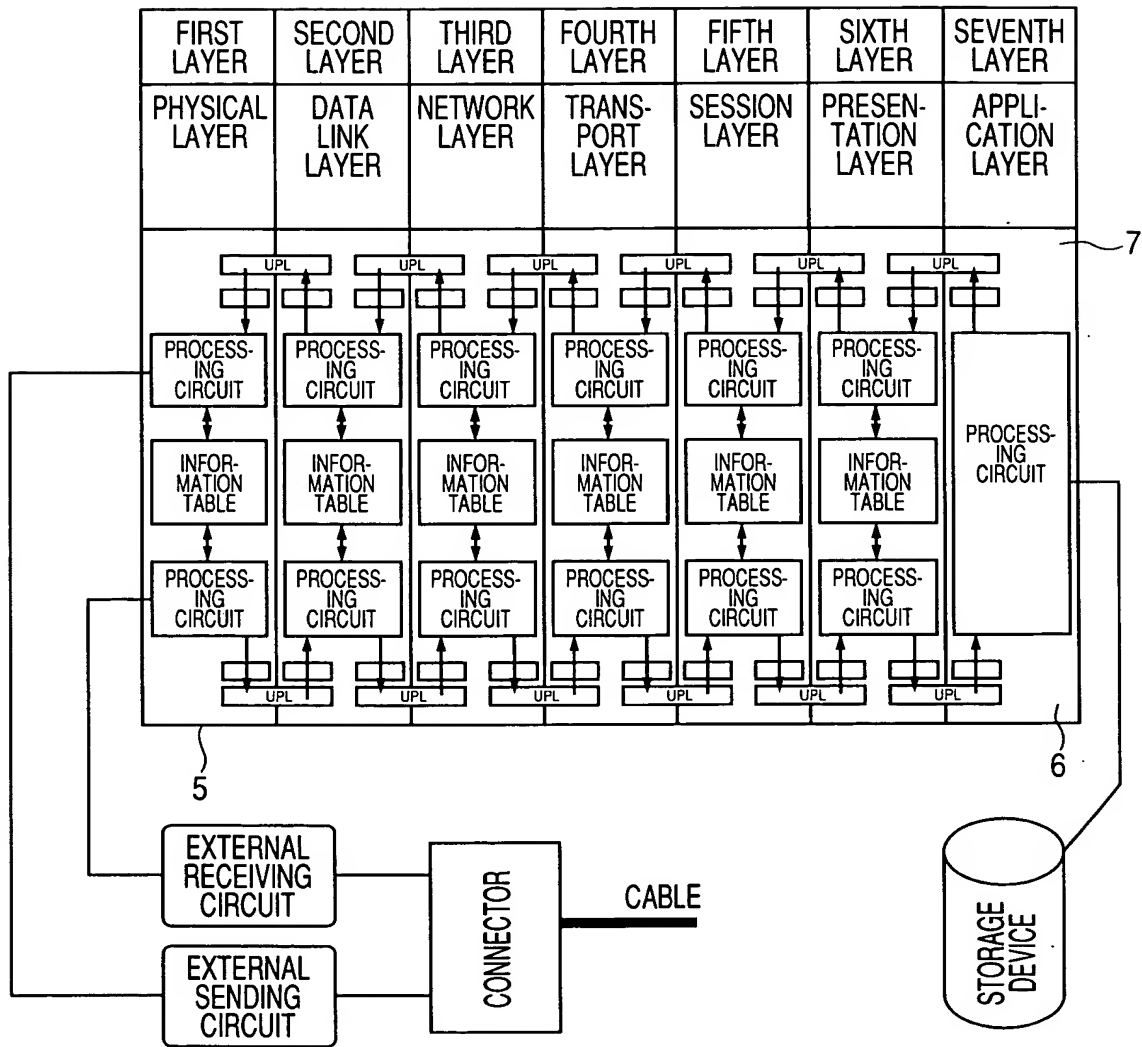


FIG. 16

(a)



(b)

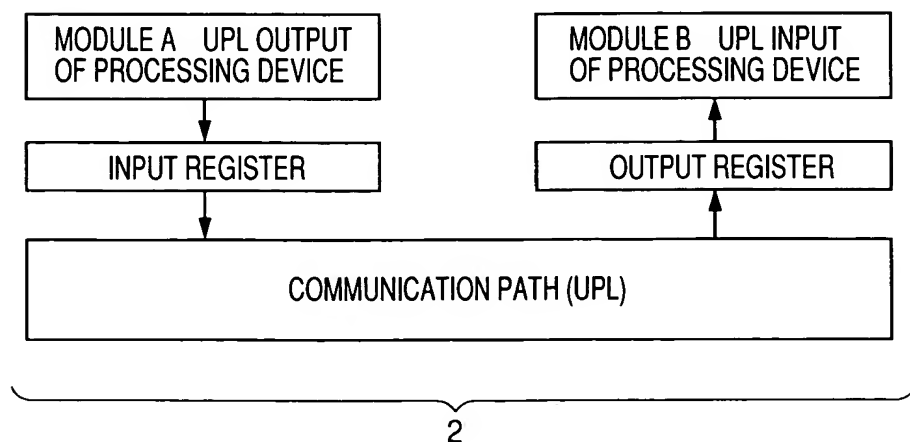


FIG. 17

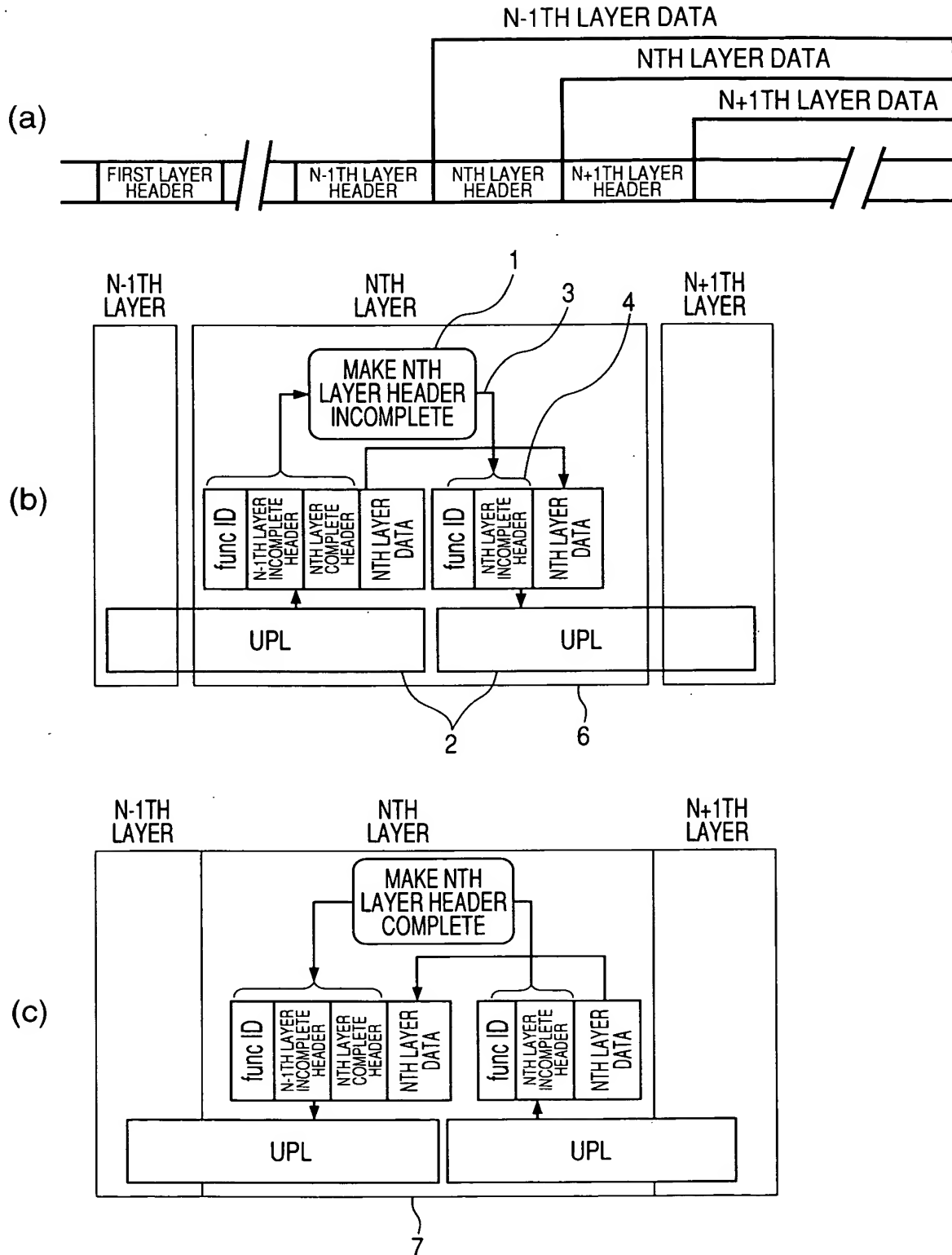


FIG. 18

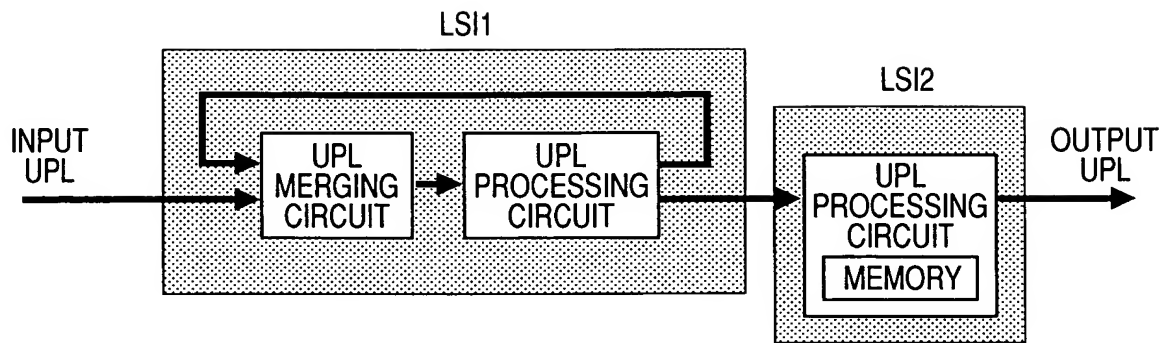
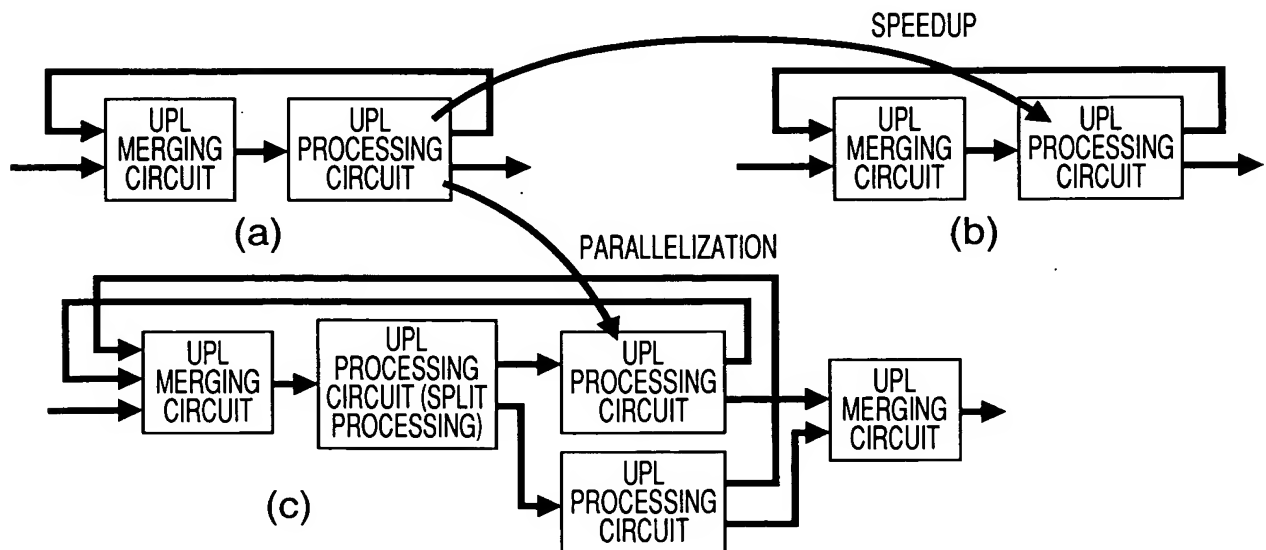


FIG. 19



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FIG. 20

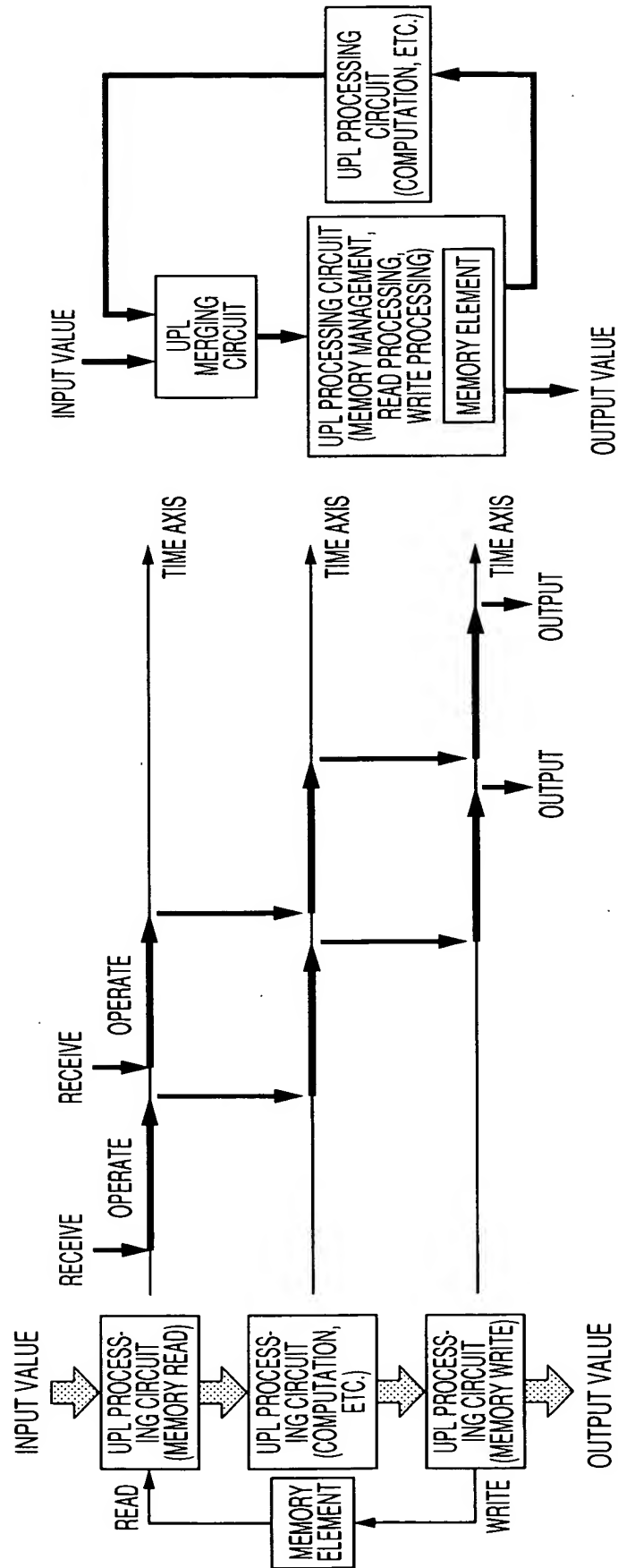


FIG. 21

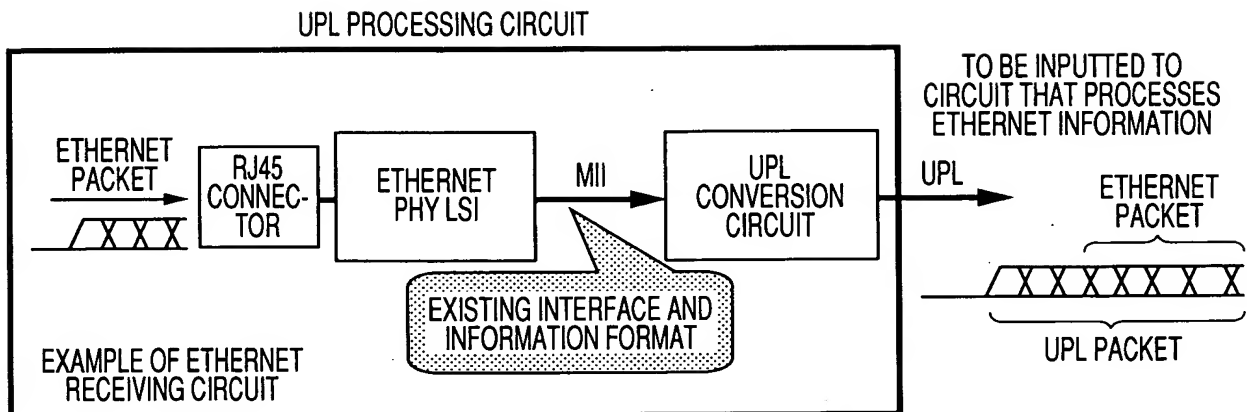


FIG. 22

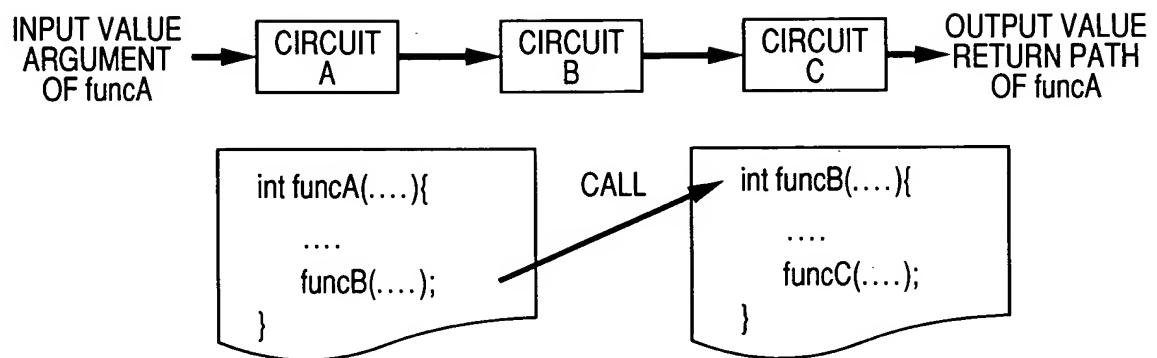


FIG. 23

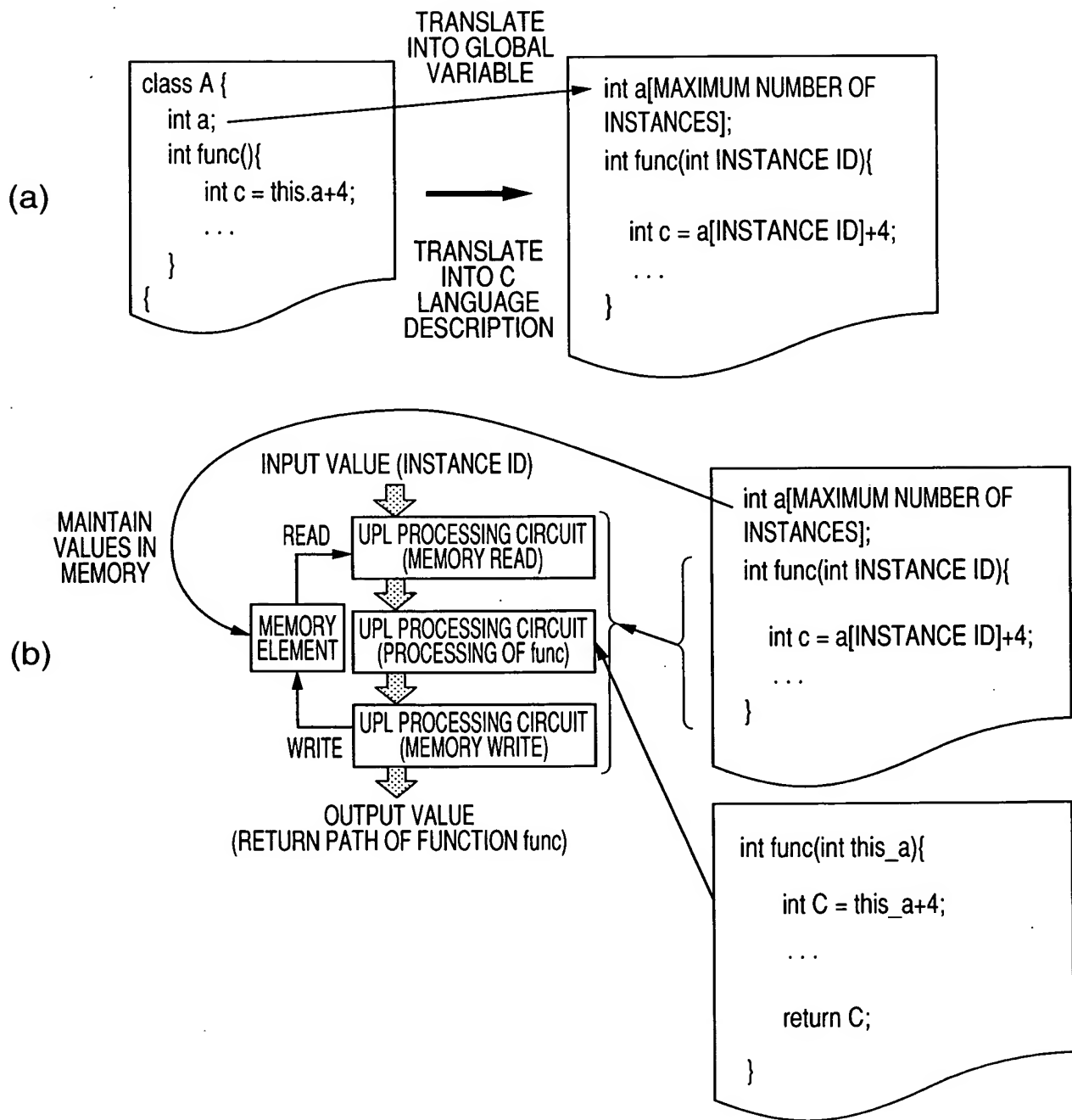
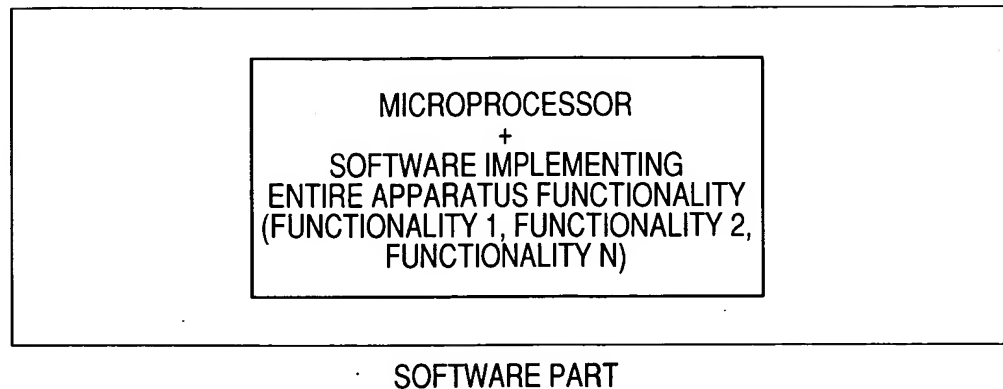
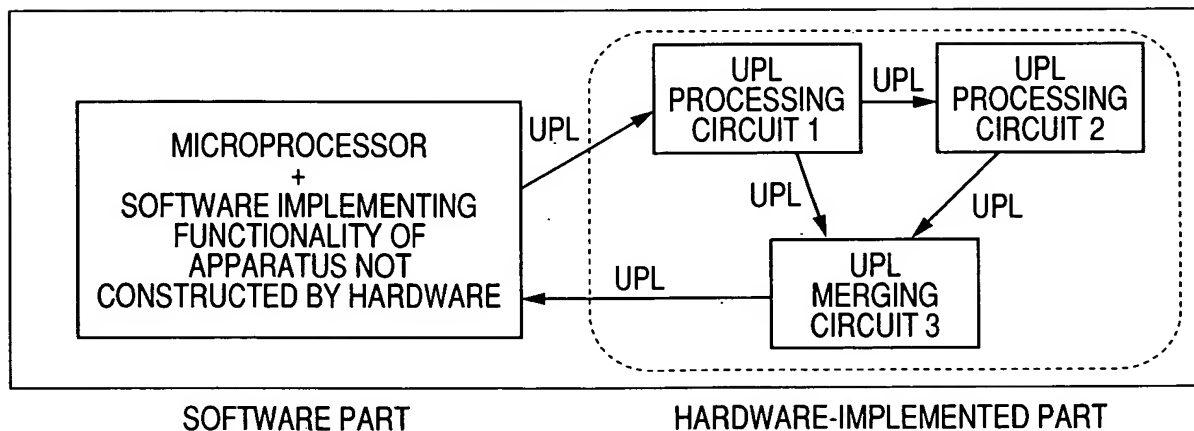


FIG. 24

(a) INITIAL DEVELOPMENT STAGE



(b) HARDWARE IMPLEMENTATION STAGE
UPL APPARATUS



(c) DEVELOPMENT COMPLETION STAGE
UPL APPARATUS

